

A M E N D M E N T

Please amend the above-identified application as follows:

IN THE CLAIMS:

Please **CANCEL** Claims 1, 36-37, 40-42, and 45-46 without prejudice.

Please **ADD** new Claims 47-59 as follows:

S 47. (NEW) A method comprising:
receiving a first request for a card;
generating a first representation of a card having a first rank and a first suit;
displaying the first representation at a location for new cards, thereby displaying an indicia of the first rank and an indicia of the first suit;
receiving a placement signal, the placement signal indicating a card location of a game set that comprises a plurality of card locations;
displaying the first representation at the card location of the game set;
in response to expiration of a period of time, assigning to the first representation at least one of a second rank and a second suit;
displaying the first representation, thereby displaying at least one of an indicia of the second rank and an indicia of the second suit;
receiving a second request for a card;
generating a second representation having a third rank and a third suit; and
before the expiration of the period of time, displaying the second representation at the location for new cards, thereby displaying an indicia of the third rank and an indicia of the third suit.

Sub E 27 48. (NEW) A method comprising:
generating a first subject game element having a first class;
displaying the first subject game element at a location, thereby displaying an indicia of the first class;
in response to expiration of a period of time, assigning a second class to the first subject game element;
displaying the first subject game element, thereby displaying an indicia of the second class;
generating a second subject game element having a third class;
before the expiration of the period of time, displaying the second subject game element at the location, thereby displaying an indicia of the third class.

49. (NEW) The method of claim 48, further comprising:
receiving a placement signal; and
displaying the first subject game element at a second location based on the placement signal.

8 ~~50.~~ (NEW) The method of claim ~~49~~⁷, in which displaying the first subject game element at the second location comprises:
displaying the first subject game element at the second location before the expiration of the period of time.

9 ~~51.~~ (NEW) A method comprising:
displaying a first representation of a card at a first location, the first representation including an indicia of a first class;
determining expiration of a period of time;
receiving a placement signal from a player, the placement signal indicating a second location;
before the expiration of the period of time, displaying the first representation at the second location;
before the expiration of the period of time, displaying a second representation of a card at the first location, the second representation including an indicia of a second class;
in response to the expiration of the period of time, assigning a third class to the first representation; and
displaying the first representation, the first representation including an indicia of the third class.

52 ~~52.~~ (NEW) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location; and
receiving a signal via a lock button, the signal effective to prevent the subject game element from expiring.

53. (NEW) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location; and
receiving a signal via a lock button, the signal effective to prevent the first class from expiring.

54. (NEW) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location; and
receiving a signal via a lock button, the signal effective to prevent the subject game element from changing.

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~~55.~~

(NEW) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location; and
displaying an indicia representing forthcoming expiration of the first class.

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~~56.~~

(NEW) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location; and
displaying an indicia representing forthcoming expiration of the subject game element.

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~~57.~~

(NEW) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
in response to expiration of a period of time, assigning a second class to the subject game element;
receiving from a player a placement signal that indicates a second location; and
displaying the subject game element at the second location, thereby displaying an indicia of the second class.

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~~58.~~

(NEW) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location, thereby displaying the indicia of the first class;
in response to expiration of a period of time, assigning a second class to the subject game element; and
displaying the subject game element at the second location, thereby displaying an indicia of the second class.

~~59.~~

(NEW) A method comprising:
generating a subject game element having a first class;
displaying the subject game element at a first location, thereby displaying an indicia of the first class;
receiving from a player a placement signal that indicates a second location;
displaying the subject game element at the second location; and
in response to expiration of a period of time, erasing the subject game element.